Initial UML Report

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Design choices and additional notes regarding the Initial UML of the Model:

- The Game class is used as an interface for the controller to call more complex methods to change the state of the model. In particular, simple methods that can be called “As-Is” are not implemented again in this class; for example, in game there is an omitted getter called GetMotherNature() which will return the instance of MotherNature, and to obtain the current position of this piece the controller can simply call GetMotherNature().GetPosition().
- Some getter and setter are omitted because they would complicate the understanding of the UML diagram. The omitted ones refer to the invisible instances of classes determined by UML arrows.
- Character effects are handled in the controller. The character class is used for “Passive” character effects which will be checked by looking at the state of “effectIsUsed” and “name”.
- Each school board is accessible by the relative player who owns it. Students in the school board will be placed in an ArrayList for the entrance, and in a list of 5 stacks for the dining rooms, one stack for each color.
- Each piece instanced in Game is identified by his unique ID (which can be their position in a list or a unique name)
- In expert mode, there is a global stash of coins which is CoinSupply and a personal stash of coins positioned on each player’s school board.
- Island Groups are composed of island tiles. When they are initialized, each will have 1 island tile. When the join method is called, it will remove the island tiles from one island group and add it to the other if the tower color matches.